**Wentworth Institute of Technology**

**Department of Computer Science and Networking.**

**Comp 2000 Data Structures Fall 2019**

**Lab #5 List application** (total 100 pts)

*A preparation for the programming project “Card Game”*

1. Create a Card class. It has two data fields: rank and suit. Make them ***enums***. If you are not familiar with enums, read about it in a textbook and ask questions.
2. Create CardListInterface for a list of cards. It will not be a generic interface.

|  |
| --- |
| public interface CardListInterface {  public void add (Card newCard);  . . . . <other methods>  } |

Other possible methods: remove (Card aCard), contains( Card aCard), getLength().

1. Create a Pile class as a ***doubly-linked*** list of cards. Make it implement CardListInterface. Add more methods, like *shuffle* and *union*. If you decided what game you are going to implement in the Project 4, create relevant methods.